HUNTERS – MGALEKGOLO BATTLE CONGREGATION

ARMOURED – BUILD RATING 2 EACH

MOVE	SOAK	REACT	MELEE
6/9”	0	11/13	6

DAMAGE		
	6	6

WEAPONS	RANGE	ARC	AP	AT	AA
Assault Cannon	20”/-	ALL	6	6	3

Point Blank: Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS

Battle Hardened (3): Re-roll up to 3 failed Melee Attack Dice.

Hijack Resistant: Cannot be Hijacked!

SPECIAL RULES

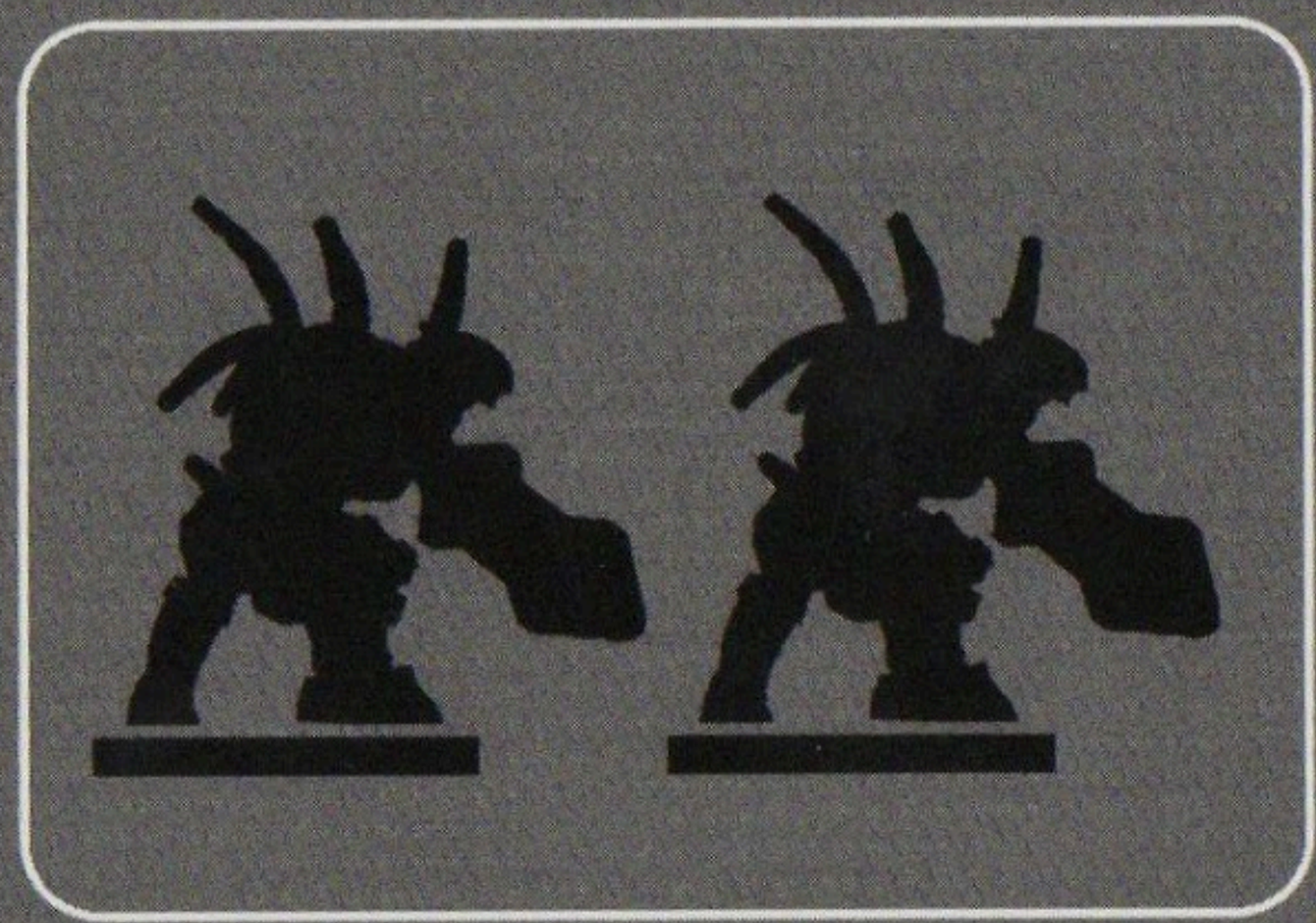
Hunter Shield: This Unit increases their Soak Value by +2 when targeted by attacks that originate entirely from within their Front Arc.

Spirit Bond: If this Unit is reduced to HALF its starting strength, increase the remaining Hunter's *Battle Hardened* Loadout to 6.

Gestalt Creatures: This Unit may never benefit from a Reinforcement Air Support Mission.

HUNTERS – MGALEKGOLO BATTLE CONGREGATION

TYPE	ELEMENTS	POINTS
ARMOURED	2	240



Hunter is the human name for the combat form of an eel-like alien species known as Lekgolo. In Hunter form – known as Mgalekgolo – hundreds of Lekgolo are tightly bound in an armoured shell to create a gestalt intelligence; larger masses of the aliens are used to control the great Covenant war engines, such as the Scarab. Mgalekgolo are fairly intelligent and have an impressive capacity for tactics, though by nature they disregard the presence of other Covenant when engaging in combat and are unmoved by casualties among their putative allies.

Hunters are deployed as bonded pairs on the battlefield – each forming one half of an independent colony. The death of one Hunter will drive its surviving partner into a berserk rage, so combined fire is recommended. Nevertheless, Hunters are hard to take down – each Hunter carries a slab of battleplate to use as a shield and is armed with a massive fuel rod assault cannon.

© 2016 Microsoft Corporation. © 2016 Spartan Games.